

# **EPIGNOSIS**

Academy candidate assignment



#### Purpose-Disclaimer

The objective of this assignment is to gauge your technical skills, as well as to give us some talking points for your technical interview. Note that the scope of the assignment is purely fictional. It is in no capacity related to any part of our products and/or business nor will it ever be used commercially or otherwise in any form.

### Assignment overview

The year is 2050. Pets are equipped with special neuroactive enhancements that allow them to act and think like humans. Likewise, they are required to use web forms! These, however, for some reason have persisted in staying the same for the past 30 years.

Pet company WoofX put together a highly-specialized team of developers, aiming to build a next-gen account management portal for pets. You are tasked with creating the pet sign in/sign up process.



#### Detailed description

Here is the flow of the application:

- 1. A pet visits the WoofX introduction page and has 2 options: Sign in or sign up
- 2. Clicking on "sign up" will present the pet with a form where it is required to fill in the following information:
  - a. Pet name
  - b. Animal type (e.g. dog, cat, spider, gremlin...)
  - c. Breed (e.g. Fox terrier, labrador, direwolf...)
  - d. Owner email
  - e. Pet Password
  - f. Chip code (10 characters, alphanumeric)
- 3. After creating an account, the pet can sign in using its chip code and password.
- 4. Once signed in, the pet only sees a success page, the rest of the functionality will be dealt by other team members.



## Technical specifications

- 1. The portal must be created using PHP 7+.
- 2. The portal must be based on MySQL or MariaDB for the data storage.
- 3. You must not use a framework for the backend, such as Laravel, but you can use some libraries. You are allowed to use a frontend framework, if you wish.

#### Deliverables

- 1. Source code for the application.
- 2. Installation instructions
- 3. A dump of the database needed to setup and run the app.